FOR IMMEDIATE RELEASE - Dallas, TX
DigiFX Interactive, Inc. has released an updated Quicktime preview (.MOV - Cinepack Compression) and game information on "Mission to Nexus Prime".

The game is entitled "Mission to Nexus Prime". The product will be ready for distribution in May 1997 and will be distributed by Virgin Interactive in Europe. Since we are still in negotiations we cannot as of yet announce the U.S. publisher.

"Mission to Nexus Prime" is an SVGA "real-time" strategy game based on a story by the Hugo Award winning and New York Times bestselling author, Timothy Zahn. Mr. Zahn's hugely successful STAR WARS(TM) and numerous other novels have won him worldwide acclaim. Tim Zahn will also be writing a novel based on the game, which will be released along with the game.

Mission to Nexus Prime is a Windows 95 and Macintosh real time (not turn based) action strategy game which features:

Four diverse terrain types on which to battle your opponents; Desert, Arctic, Tropical and Volcanic terrain.

A dynamically changing environment:
Earthquakes and lava eruptions which when triggered form new maps on the fly!
Units and vehicles can fall through cracked ice, can sink in quicksand and more!
Evade "the local" creatures which inhabit the world!
Hidden caverns in which to ambush your opponents!

Unique visual model which allows the player to see the terrain but not your enemy! (We always thought it was silly to be in the future with kick ass weapons but not see the map!?)

40 different missions (20 each side). All ordered in a linear storyline written by Timothy Zahn! You'll search the ruins of advanced civilizations, seek out and destroy enemy patrols, rescue critically important allies, defend frontier bases, and face vicious air assaults.

Nexus Prime supports screen resolutions of 640x480 to 1280x1024!

Full blown custom mission editor for designing your own levels to distribute to your friends! (edit everything!)

Full network play support including;

Modem play
Local area network for up to eight players
Internet play across individual computers (depending on modem speed)
Internet play on our game server system with chat rooms (Multiple 8 player games)

70 different unit types and twenty unique installations. Each rendered in full Super VGA 3D perspective using Lightwave 3D!

Screen shots are available on our web site.

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